

Frequently Asked Questions

General:

Q: How can we know that we are included in the event?

A: The **deadline to sign up for "The Hatch" is June 27, 2025 11:59 AM PDT.**

Q: If I opt-in, will my game be guaranteed to be featured in the event?

A: Roblox ultimately reserves the right to remove an experience from the event for any reason. You need to be in full compliance with our [Terms of Service](#) and meet all of the requirements mentioned on [Page 5](#).

Technical:

Q: When should we push our update live?

A: Push your experience by July 1, 2025 8:00 AM PDT. We ask you to push your update early, since the event content is inaccessible before the hub opens (players need to portal from the hub). We also provide a convenience method `HatchDevModule:IsEventLive()` that returns true when the event is running, based on the current time.

Q: What if my game is 2D / heavily custom, how can I integrate eggs?

A: The `GetEggForPlayer` method returns an `EggData` table containing a string "thumbnail" which can be used as a 2D image for the egg. You will have to 'spawn' the egg yourself and call `GrantEggToPlayerAsync` when your player touches the 2D egg.

Q: How can I test my usage of the egg module?

A: Open Roblox Studio and ensure both the Module and egg spawner are inserted. When the experience is running in Studio, an egg will always spawn.

Q: My game switches through multiple maps, how do I ensure the egg is available for the player regardless of the map?

A: If applicable to your situation: make sure you have parts tagged with 'TheHatchSpawnLocation' in each one of the maps. You should not make eggs spawn dependent on RNG via Map Voting.

Q: Can I have multiple locations for the egg to spawn in?

A: Yes, create multiple parts tagged with 'TheHatchSpawnLocation' and a random one will be chosen each time.

Q: Can I fork the HatchDevModule and make changes to it?

A: No, we will be making changes to the HatchDevModule during the event, and forks will not be supported. If you have a need for a behavior that is currently not supported, please use [The Form](#)'s feedback option to ask us to expose that functionality.

Q: How can I prevent the module UI getting in the way of my game's user interface?

A: The module UI only displays when you've earned an egg, and is displayed on a ScreenGui with a DisplayOrder of 10. We recommend keeping your other GUIs behind it.

Q: How can I test out the module in my test game (not my main game)

A: Plug in placeholder values for badgeld and use the same universeSecretKey as your main game. It will throw up a warning when the code runs, but it will still work in Studio.

Creative:

Q: Where can I place the egg / Can I make earning the egg take longer than 3 minutes?

A: Yes. We want to give you more flexibility so you can guide your players to the best parts of your game, have the eggs spawn wherever you like, and be creative if you choose to do so.

Q: When should we update the graphic for our badge?

A: We recommend swapping your badge by 7/1 so it's ready to go! You can utilize any design you would like, however - we recommend using [this](#). This badge was designed exclusively for this event.

Q: Am I allowed to offer additional rewards to go along with the event?

A: Yes please! We highly encourage awarding out in-game content for those who collect your egg.

Q: Are the egg 3D models or the user interface designs final?

A: No, these are temporary placeholders that do not represent the final designs. The eggs are placeholders and look nothing like the eggs that will be found in the event.

Other:

Q: Will Developers be awarded the "White Banded Red Top Hat?"

A: We have designed a unique item specifically for this event to commemorate your contributions to "The Hatch". We will grant this special item to ALL developers on your team.

Q: Will players receive an egg accessory for the egg obtained in my game, like the egg hunt events from years before?

A: Picking up each egg will not grant an egg accessory, but players can unlock accessories by picking up multiple eggs and returning to the main hub.

Q: For regular users joining my experience, will they see a “Back to Hub” button in the settings menu?

A: No. Only users teleporting from the hub will see the return to hub button. Optionally, we will provide a portal teleport model that can be included to direct users to the hub from your game. Users who were looking for your event content can then portal back to your experience.

Q: My experience has a tutorial, should we disable it for users portaling from the hub?

A: This is up to you! If the egg won't be featured or relevant to your tutorial, you may want to not show this to first time users. If your tutorial will attract players to explore your experience more, feel free to have them complete it. (Maybe add an option to skip!)